

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:

game start instruction means for instructing a start of a game;

determination means for determining symbols to be stopped and whether or not a combination is won based on the symbols determined corresponding to a game start instruction command from the game start instruction means;

game result display means for displaying a result concerning with the game ~~determined by the determination means~~; and

beneficial state generating means for generating a beneficial state for a player when a specific game result with a winning symbol combination is displayed on the game result display means;

wherein the game result display means includes first display means and second display means arranged at a more front side than a display area of the first display means when seen from a front side of the gaming machine, the first display means including a plurality of rotatable reels with each reel having a plurality of symbols disposed circumferentially thereabout, and the second display means has a plurality of symbol display areas, each symbol display area capable of transmittably displaying the specific game result displayed on the first display means therethrough by changing light transmittance rate of the symbol display area so as to become high, each respective symbol display area sized to display a plurality of symbols associated to a corresponding one of the plurality of reels,

wherein display control means is provided, the display control means controlling the second display means so as to display game information in an area including the symbol display area by changing the light transmittance rate of the symbol display area so as to become low after the game is initiated and before the specific game result is displayed on the first display means, and

~~wherein the game result display means displays a losing result in a losing mode or at least one of a normal winning result and an enhanced winning result in a winning mode such that:~~

~~(1) in the losing mode, the display control means causes the second display means to show losing result symbols of the first display means by illuminating the plurality of symbol display areas of the second display means at the high light transmittance rate; or~~

~~(2) in the winning mode, the display control means first causes the second display means to show normal winning result symbols of the first display means by illuminating a selected one of the plurality of symbol display areas having the normal winning result symbols and superimposing, at least in part, game information thereon at the low light transmittance rate while simultaneously inhibiting view of remaining ones of the plurality of symbol display areas by illuminating the same at the low light transmittance rate and, thereafter, the display control means causes the second display means to show either enhanced winning result symbols of the first display means by illuminating the remaining ones of the plurality of symbol display areas at the high light transmittance rate or random symbols by illuminating the remaining ones of the plurality of symbol display areas at the high light transmittance rate after (a) the determination means determines the symbols to be stopped and (b) a combination of the stopped symbols is the winning symbol combination, a plurality of symbols of the stopped reel are displayed through the symbol display area associated with the stopped reel and game information is superimposed via the second display means on the plurality of displayed symbols of the stopped reel while at least a remaining one of rotating reels continues to rotate, the game information notifying the player of a forthcoming winning result.~~

2. (Previously Presented) The gaming machine according to claim 1, wherein the first display means has one or more symbol display parts capable of variable displaying, and

wherein the display control means controls the second display means so as to display the game information in the area including the symbol display area substantially at the same time that the variable displaying in the symbol display parts is stopped.

3. - 4. (Canceled)

5. (Previously Presented) The gaming machine according to claim 1, wherein a window frame display area is formed at a periphery of the symbol display area, and wherein display mode of the window frame display area is changed when the game information is displayed in the area including the symbol display area.

6. (Previously Presented) The gaming machine according to claim 1, wherein the first display means includes a plurality of reels, and the display control means controls the second display means so as to display the game information before all of the reels are stopped.

7. - 20. (Cancelled)

21. (Currently Amended) A gaming machine comprising:

a first display device including a plurality of rotatable reels with each reel having a plurality of symbols disposed circumferentially thereabout;

a second display device arranged at a more front side than the first display device when seen from a front side of the gaming machine, the second display device including a plurality of symbol display areas, each symbol display area capable of transmittably displaying symbols on the first display device therethrough, each respective symbol display area sized to display a plurality of symbols associated to a corresponding one of the plurality of reels; and

a processor in communication with the first display device and the second display device;

the processor operates to: ~~(a) enable a player to initiate a game by making a bet, (b) determine symbols to be displayed on the first display device, (c) control the second display device so as to transmittably display the symbols on the first display device therethrough by changing light transmittance rate of the symbol display area~~

~~so as to become high and to display game information in the symbol display area by changing the light transmittance rate of the symbol display area so as to become low, the game information predicting the winning symbol combination, and (d) provide an award corresponding to the winning symbol combination;~~

~~wherein the first display device displays a losing result in a losing mode or at least one of a normal winning result and an enhanced winning result in a winning mode such that:~~

~~(1) in the losing mode, the first display device displays losing result symbols by illuminating the plurality of symbol display areas of the second display device at the high light transmittance rate; or~~

~~(2) in the winning mode, the second display device displays normal winning result symbols of the first display device by illuminating a selected one of the plurality of symbol display areas having the normal winning result symbols and superimposing, at least in part, game information thereon at the low light transmittance rate while simultaneously inhibiting view of remaining ones of the plurality of symbol display areas by illuminating the same at the low light transmittance rate and, thereafter, the second display device displays either enhanced winning result symbols of the first display device by illuminating the remaining ones of the plurality of symbol display areas at the high light transmittance rate or random symbols by illuminating the remaining ones of the plurality of symbol display areas at the high light transmittance rate determine the symbols to be stopped and determine whether the symbols to be stopped are a winning symbol combination.~~

wherein, when the stopped symbols are a winning symbol combination, a plurality of symbols from the stopped reel are displayed through the symbol display area associated with the stopped reel and game information is superimposed via the second display device on the plurality of displayed symbols of the stopped reel while at least a remaining one of a plurality of rotating reels continues to rotate, the game information notifying the player of a forthcoming winning result.

22. (Previously Presented) The gaming machine according to claim 21, wherein the processor controls the second display device so as to display the game information in the symbol display area after the game is initiated and before a winning symbol combination is displayed if the winning symbol combination is displayed on the first display device.

23. (Currently Amended) The gaming machine according to claim 21, ~~wherein the first display device has one or more symbol display parts capable of variable displaying, and~~

wherein the processor controls the second display device so as to display the game information in the symbol display area substantially at the same time that the variable displaying in the symbol display parts is stopped.

24. (Previously Presented) The gaming machine according to claim 21, wherein a window frame display area is formed at a periphery of the symbol display area, and
wherein display mode of the window frame display area is changed when the game information is displayed in the symbol display area.

25. (Canceled)

26. (Canceled)

27. (New) A gaming machine comprising:

game result display means for displaying a game result concerning with a game; and

beneficial state generating means for generating a beneficial state for a player when a specific game result is displayed on the game result display means;

internal winning combination determination means for determining an internal winning combination;

wherein the game result display means includes first display means including plural reels each of which has symbols. for displaying the game result represented by

symbols of the reels and second display means arranged in front of the first display means when seen from a front side of the gaming machine, and the second display means has a symbol display area light transmittance rate of which is changed so as to become high when the reels are rotating and the game result is displayed by the reels,

wherein display control means is provided, the display control means controlling the second display means so as to display game information concerning with a specific winning combination determined as the internal winning combination by the internal winning combination determination means, within the symbol display area, and

wherein the light transmittance rate of the symbol display area is adjusted so as to become low so that the game information is emphasized by obstructing the game result displayed on the first display means when the game information is displayed within the symbol display area.

28. (New) The gaming machine according to claim 27, wherein the second display means is constructed from a liquid crystal display device which is set to a normally white state in which light transmitted through the liquid crystal display device can be seen from outside when the liquid crystal display device is not driven.